

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

▲WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while
 watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Eye or muscle twitching Loss of awareness
Altered vision Involuntary movements Discrientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- · Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- . Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

▲WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- . Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- . Do not leave batteries in the Game Boy or accessory for long periods of non-use.
 - Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- · Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions, Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Neutondous net lecture the said or use of products

Neutondous net lecture the said or use of products

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.





NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

Table of Contents

Precautions	7
How to Start the Game	7
Controller Setup	8
Let's Race!	9
Quest Mode	10-13
Time Attack	13
Credits	14
Warranty and Service Information	15

Instructions on How to Start the Game

- 1. Always turn the power off before inserting or removing Game Pak from a Game Boy Advance.
- 2. Insert the Tokyo Xtreme Racing Advance Game Pak
- 3. Turn on the Game Boy Advance.
- 4. Press Start at title screen.

Controller Setup

Menu Navigation

Control Pad Left/Right Move selection left/right

Racing Controls

A ButtonAccelerate

B Button Brake/Reverse

(in manual transmission mode)

R Button Horn / Challenge Rival / Shift gears up (in manual transmission mode)

Control Pad Left/Right Turn car left/right

Let's Race!

After you buy a car, you will see the main menu for Tokyo Xtreme Racing Advance, which has the following sections:

Quest Mode

Try to rise to the top by seeking out and racing rival drivers in Tokyo, Los Angeles and London.

Quick Race

Jump straight into the action by having a rival challenge you.

Time Attack

Race through a particular course as fast as possible.

Free Run

Drive freely through all currently available expressways.

Options

Select game options and view Time Attack records.

QUEST MODE

Make or break your racing career in Quest Mode. You start at the Garage menu, which is the main menu in Quest mode. From here, you can choose to race on one of the 6 tracks, customize your car in the parts shop, buy and sell cars in the car shop, and view the list of rival drivers.

Start — Allows you to select and enter a track to race on. You will encounter several rival drivers on the track. Challenge a rival to a race by honking your car's horn when the rival's name appears on the screen.

Parts Shop — Allows you to purchase, install and replace parts for your car.

Car Shop — Allows you to purchase and sell cars.

Rivals - Displays information on the Rival drivers.

MONEY

You gain money as you defeat rivals. You can use money to buy parts to upgrade your car. The amount of money you have appears on the left side of the Garage screen.

STARTING A RACE IN QUEST MODE

From the Garage, select Start. Next you can choose which of the available courses you would like to race on. Make your choice, then press the A Button.

- Player progress / Rival progress
- Course map

Speedometer/Tachometer/Gear

Your car appears on the course map in YELLOW, unbeaten rivals appear as GREEN dots, rivals you have defeated appear as RED dots.



Rival Progress

THE COURSE

Course Map / Speedometer
Tachometer/Current Gear

When you begin a new quest, only the Tokyo 1 course will be available to you. You can move to additional courses once you have defeated 12 of the rivals in your current area.

RACE RESULT SCREEN

Prize Money - Amount awarded for defeating rival.

Total Money - Current amount of money you have available

After viewing the race results, you may either choose to return to the Garage or choose Free Run to continue racing.

PARTS SHOP

In the Parts Shop you can upgrade different parts for your car.

Power Up Tune: Increase the horsepower of your car by upgrading the engine and exhaust.

Drive Train Tune: Increase your engine's performance and the overall stability of the car by upgrading your transmission, clutch, tires and wheels, and suspension.

Body Tune: Add stability to your car by upgrading roll cages.

Aero Tune: Add various cosmetic parts to your car to lighten it and improve down force at high speeds.

Color Change: Change the body paint color.

CAR SHOP

The Car shop lets you buy new cars as well as sell old ones. To sell a car, you must have already purchased a new one.

CHANGE CAR

The change car option allows you to change the car you are currently driving or load cars from your garage.

SAVING THE GAME

You are prompted to save your current game when you back out of the Garage menu. Tokyo Xtreme Racing Advance supports only one game save slot.

LOADING A SAVED GAME

If a saved game is currently stored on the Game Pak, you will be prompted to load the saved game after pressing Start on the title screen.

NOTE: When saving or loading your game, please DO NOT turn off the power of your Game Boy Advance. Turn off the power only after the game is finished saving.

TIME ATTACK

Drive as fast as you can on each of the courses. After selecting Time Attack from the Main Menu screen, you may select a car and then choose Start to try a run on any unlocked course.

Credits:

Crave Entertainment

President

Vincent Bitetti
Senior Vice President,

Worldwide Product
Development & Acquisitions
Mark Burke

Executive Producer

Robert Bryant

Producer John Bloodworth

Associate Producer

Greg Gibson

Quality Assurance Manager

Tuan Trinh

Quality Assurance Lead Brian Cutts

Primary Tester Ramon Ramirez

Testers:

Carlos Vasquez

Steve Webb Judy Baughman Vinnie Bitetti

Robert Dryburgh Jo Ann Faustino

Darold Higa David Kang

Anthony Lee Richard "Tony" Martin

Thomas Quast Ramiro Ramirez

Denis Takara Paul Taniguchi

Director of Marketing Services Sheri Snow

Special Thanks to:

Nima Taghavi Michael Maas Steve Ryno Jeffrey Dickson David A Palmer Productions & the Gravity-I Team

Executive Producer

Dave Palmer

Programming Nigel Speight

Artwork Greg Harris

Mapping and Scripting Peter Frith

Audio Mark Cooksey

Additional Work / Help

Jennifer Saunders Jonathan Saunders Darren Hebden Zareh Johannes

WARRANTY AND SERVICE INFORMATION

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. product that the software storage in the product is free from defects in material and workmanship for a period of ninety (90) days (unless prohibited by applicable law) from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program in this product is sold "AS IS" and without any expressed or implied warranties for losses or damages of any kind resulting from use of the software program. If the CRAVE ENTERTAINMENT, Inc. groduct fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free charge, the non-complying product, provided the product is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc. at the address set forth below. When returning the product for warranty replacement, please send the original product cartridge only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the product. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement.

Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements Crave Entertainment, Inc. 19645 Rancho Way Rancho Dominguez, CA 90220

This warranty shall not be applicable and shall be void if the defect in the CRAVE ENTERTAINMENT. Inc. product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. THIS WARRANTY IS IN LIFLU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLIDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PRATICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

CUSTOMER SUPPORT

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 310-687-5432, 9:00am-5:00om.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up"or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



Crave Entertainment, Inc. 19645 Rancho Way, Rancho Dominguez, CA 90220